

MILATARI LIMITED EDITION

Volume X Issue 8 September 1991 • The Newsletter of choice for Milwaukee Area Atari Enthusiasts since 1981

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the Chicago Computerfest

by

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This month:

General Meeting:
Saturday, September 21, Noon
Greenfield Park Lutheran Church
1236 S. 115th St.

Executive Board Meeting:
Sunday, September 29, 6:00 p.m.
Shakey's
9638 W. National Ave.

Next Month:

General Meeting:
Saturday, October 19, Noon

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(Club Information)

MilAtari Ltd.
 The Milwaukee Area
 Atari Users Group
 Post Office Box 14038
 West Allis, WI 53214

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MilAtari Ltd.

Established 1981

Club Information

Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are \$20.00 for individuals or \$25.00 per family. Membership includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries and The Resale Shop.

Meetings

MilAtari Meetings are normally held on the third Saturday of each month, at Greenfield Park Lutheran Church, 1236 S. 115th St. Our doors open at noon. There is an hour milling period for members to socialize while browsing the libraries and purchasing PD disks and used software from the Resale Shop. We have the newest ST PD offerings on hand for demonstration as well. The Business meeting begins at 1:00 p.m. Afterwards there is time for demonstrations of commercial software or Special Interest Group gatherings (SIGs).

Newsletter Submissions

We encourage articles from members. Please submit your articles in ASCII or Word Writer doc formats please. Do not insert fancy formatting such as tabs, centered text, or indented text. Upload your submission to the BBS in the Newsletter room, or contact the Editor for other arrangements. The deadline for submissions is the 25th of each month. Members who submit receive a free PD disk upon publication of their article.

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GEN CON 1991 is history.

If I had to come up with one word to sum up this year's experience for me, it would be "gratification." The total number of machines that Atari sent us to use this year was greater than any sent in previous shows. Unfortunately, the number of volunteers was the least that we've ever had. That meant I had to rely on less people to do more work. Well, if I had any doubts before the show, they were all put to rest by the end of it! Everyone that helped out did an excellent job of pitching in and working together to get the job done.

This year was a record for your club at GEN CON! Approximately 20% of the total attendance bought tickets at our booth. I will give a detailed report to the membership at the September meeting. This year Atari Corporation allowed us to use 65 STs and 15 Lynx Machines (the new smaller version) with 15 copies of 10 different games. Mr. Bob Brodie was also present again to offer his expertise in the world of Atari. Bob brought his usual wealth of personal equipment that he set up at GEN CON to dazzle club members and show goers alike.

Presidential Ruminations

GEN CON 1991: YO!!

Lee Musial

A Lynx with one game of choice was awarded to the overall winner of the Midi-Maze tournament. The winner was Mr. Jerry Haerle of Oconomowoc, WI with 8 wins over the 4 days of competition. The game that he chose was Ninja Gaiden. Thanks and gratification (there's that word again!) from the board and membership of MilAtari goes out to Bob and Atari Corporation for their continued support.

I would also like to thank Mr. Bruce Rahlf, who was at GEN CON EVERY hour it was open, & to Mr. Mark Olson from TSR and everyone else that took time out to make this the best GEN CON yet! Here's looking forward to next year's GEN CON which will be held August 20-23, 1992. This will indeed be a big event since it will be GEN CON's 25th Sil-

ver Anniversary and ORIGINS (another gaming company) will be joining TSR in hosting the event. I can't wait!

Our Picnic was held at Greenfield Park on August 17th. We had a fair turnout with approximately 40 people and the rain held out until late that afternoon. Every family that attended received a piece of software donated by various developers and distributors. Our grand prize was a Lynx that J.J. Johnson from Waukegan, IL won and took home. Way to go J.J.!

What's next? Well, in October MilAtari will be celebrating it's 10th Anniversary! If anyone out there has any of the old Atari hardware (2600, 5200, 7800, Atari 400, 800, 800XL, 1200XL, etc.) and/or software, please contact me ASAP. We will be displaying an "Atari Museum" of sorts at the Anniversary Party. Also, we have a Kid's Corner for gaming, so maybe we can make a deal!

For anyone that hasn't heard, the Chicago Computerfest by Atari is a go and will be held November 23-24, 1991. LCACE will be running the show and has asked MilAtari to run its Gaming Section much in the same way we did GEN CON. For more information please call me at 414-462-7557. My thanks to Mr. Mike Brown, Mr. Larry Grauzas and all the other great people at LCACE for allowing us to be a part of this important event!

Hope to see you the 21st!

Lee

Thank You to all who made GEN CON '91 a success!



Atari Corp.
Bob Brodie
TSR Inc.
Members and
Friends
of MilAtari Ltd.

Special thanks to Mr. Don Bahr for his generous contribution of time and talents.

Atari News & Info

The Chicago Computerfest

by



Atari Corp., in cooperation with Lake County Area Computer Enthusiasts, present the Chicago Computerfest by Atari.

Chicago- My kind of town.

Chicago is known by many names- "The Second City", "The Windy City" and at one time was considered to be the Mercantile Capitol of the World. Chicago is in the heartland of the nation, bordered on the east side by Lake Michigan, and the west side by suburbs experiencing the highest growth rates in the country and one of the busiest airports in the world, O'Hare International.

In addition to the obvious attractions, such as: The Sears Tower, The Field Museum of Natural History, The Museum of Science and Industry, Adler Plane-tarium, Wrigley Field, The new Comiskey Park, Soldier Field, The Chicago Art Institute, Brookfield Zoo, Lincoln Park, Navy Pier, and the Shedd Aquari-um, there is a wealth of other attractions such as Shopping (Woodfield Mall- one of the world's largest, is a 15 min drive from the show), Entertainment (Chicago is the "home" of the Comedy Club, and live Jazz, Blues and Rock clubs abound), Food (Chicago is home to many ethnic groups that contribute their unique cooking to our culture- Chinatown is always a culinary adventure, Chicago's deep dish pizza is praised internationally, and the Chicago style hot dog is legend).

When you bring your family with you to the Chicago Computerfest, they will have plenty to do and see if they tire of the show itself.

Show concept

The Chicago Computerfest has been brewing for over a year; The first thoughts about sponsoring an international computer show began after our highly successful "Atari SwapFest" held in June, 1990. With help and support from Greg Pratt, Bob Brodie and others at Atari Corp. we began the process of putting this show together.

The driving force behind that show and other subsequent shows has been to give the exhibitors and the public their money's worth, but still assure a quality show. This show has been designed to keep the costs as low as possible- we want to have the largest number of people participate in the two-day celebration as the facility will hold. At the same time, we realize that a show attracting international attention must present a professional image for both the participants and Atari Corp.

I think that you will be impressed by the "polished" appearance of the facility that we have chosen- the facilities and services provided to participants at this show are the same that have been provided to larger computer-oriented shows, such as the Softsource show that was held the Ramada O'Hare this past April.

The best location in the world means nothing unless people know about the show. We plan to advertise in computer-related magazines including all of the Atari-specific publications, as well as Chicago-area Cable TV, radio, and newspapers.

We will, of course, look to traditional sources of advertising such as online publications and user group

newsletters, but to attract the general public, we will be going after unusual sources of advertising such areas as college newspapers and radio, related events (GenCon), and "general" computer fairs throughout the summer.

We are confident that this broad reaching publicity will improve the demographics of our show compared to other Atari-focused shows of the past. As Atari's Bob Brodie said, "...we must quit feeding on ourselves...".

A Multi-tiered approach

The Exhibits Area

Most traditional Atari-oriented shows focus on the exhibitor and usergroup areas. As you might expect, the lion's share of our 13,000 sq ft + floorspace is devoted to this "trade show" atmosphere. Each of our booths will be professionally piped and draped with a printed identification sign. The show floor is fully carpeted to hold down the noise level.

We plan to attract everyone who is anyone to the Chicago Computerfest; our initial discussions with exhibitors at the Windsor International Atarifest, and MIST AtariFest were extremely positive. We are currently discussing attendance with companies such as Hewlett-Packard, Epson, Hayes and USRobotics. These companies are not thought of as Atari-specific developers, but are very popular with Atari computer users.

The Gaming Area

For better or worse, when the general public thinks of Atari, they think of "games". We, as users of "serious" Atari equipment have been unsuccessfully fighting this stereotype for years- such phrases as "we're not just playing games anymore" are good to rally around, but have done little to change the public's awareness of the serious side of Atari.

Last year, I had the good fortune to attend the GenCon (North America's largest "Gaming" convention) in Milwaukee as a guest of the

Computerfest from previous page.

MilAtari user group and Atari Corp. Atari made a very strong showing at GenCon- many people who didn't even know that Atari made computers (or had thought that the company was out of business) were exposed to the 50+ machines available for use.

All of the latest Atari ST games were available for attendees to play, and two full MIDI-maze rings drew a staggering number of attendees day and night, the entire run of the show (a week) into this unique real-time multiplayer game.

By special arrangement with MilAtari, and through the cooperation of Atari Corp. we will bring the excitement of GenCon to the Chicago Computerfest! There will be two full MIDI-Maze rings with ongoing competitions. The "open gaming" will allow attendees to reserve an ST system and select a popular game title of their choice to play. There will be LYNX competitions for fun and for prizes.

Although full details have not yet been set at this time, there most likely will be a small additional fee for use of gaming computers and admission to the MIDI-maze and LYNX competitions.

The Gaming area has the potential to draw people who have never been to a computer show before- the gaming part of the show will be promoted in local advertising so that we have the potential to draw a considerable number of attendees that are not currently Atari (or for that matter- computer) owners.

Admittance to the gaming area will require the purchase of a general admission ticket, and the "gamers" will have to gain entrance through the exhibits area. We are exploring the idea of having the Gaming area open past the normal show hours- if the demand warrants it.

The Learning Area

The space adjoining the main convention hall will be configured as

a "classroom" setting. This area will be available for developers to teach, in a "hands on" environment, the use of their products.

Atari corporation will provide a number of complete ST systems, overhead LCD screen Projector, and PA system to be used for this teaching area. The room will be set up classroom style with the "instructor" at the head of the group.

There will be an additional charge for attendees to participate in these class sessions, advance registration (due to the limited capacity) will be required.

This Learning space will be the first (to my knowledge) offering of Atari-specific education to the general public. Topics under consideration include: "Introduction to Desktop Publishing", "DTP Tricks and Techniques", "HD Setup and Management", "A B C's of Databases", "Introduction to programming in the C language", and "Introduction to Word Processing".

The Seminar Area

There will be 3 seminar rooms available to exhibitors. Each room will be capable of seating an average of 70 persons per room.

We are presently preparing a program of one hour presentations for these seminar rooms- Based on our initial responses, we will offer a full day of product and developer-related Q&A sessions that will cover the interests of most Atari owners.

The 8-bit Conference

One of the most insistent cries from the Atari community is that there is a severe lack of 8-bit support. We intend to do our part to support 8-bit users and developers at the Chicago Computerfest; we have set aside the 3000 sq ft "Salon" as an 8-bit conference area.

We are planning to have most of the major 8-bit developers in this special conference area. Atari will be doing their part by "clearing their warehouse" of remaining 8-bit stock at special prices. We anticipate that

there will be some unique items on sale in the 8-bit conference area that will draw the loyal users of the "Classic Atari" computers to the show.

Other Attractions

Other special events planned for the course of the show will be: a Welcome Reception Friday night in the 9th floor Penthouse Ballroom, (sponsored by Atari), A Saturday Night Banquet (we are assured that the food WILL be edible!) in the Grand Salon (A number of famous guest speakers are planned to speak at the Banquet), a MIDI conference, and conferences sponsored by Atari to educate dealers on technical aspects of the Atari ST/TT line.

There will be a general Q & A session in Salon A-B-C both days with Atari Corp. It is expected that Bob Brodie will give his usual fast-paced talk about "The State of Atari". Seating capacity for the presentation is approximately 300.

About the show facility

The Ramada Hotel O'Hare is situated just outside the northeast gate to O'Hare International Airport, near the intersection of I-90, I-294, and I-190. There is complementary shuttle service provided for hotel guests from all airport terminals.

The Ramada Hotel O'Hare features 725 guest rooms, including 10 Penthouse Bi-Level Suites and 41 Parlor Suites (the parlor suites are priced at \$90.00 and include an attached meeting/conference room). Each guest room includes Color Television, in-room movies, radio, direct dial telephone, climate control, and in-room electronic minibar/snack service.

We have negotiated a highly competitive \$60.00 a night (plus tax) rate based on double occupancy, for Computerfest attendees. Please mention the show when making your reservation to qualify for the discount.

The hotel accepts: American Express, Carte Blanche, Diner's Club,

Utility Review

STalker

Jeff Weaver

STalker is a terminal emulator desk accessory for the Atari ST and Mega computers. Included in the package is STeno, a text editor program/accessory.

TELECOMMUNICATIONS

One of the most enjoyable uses of my ST is to call the many bulletin board systems (like our own MilAtari BBS) and "chat" with other ST users. This is an excellent way to quickly get answers to computing questions that pop up from day to day.

Of course, to do that, you need a terminal emulator (and a modem). Terminal emulators come in many "flavors", from simple, featureless PD programs, to expensive, complicated commercial packages that have more features than your keyboard has buttons!

STalker is a commercial package, but is neither expensive (typically from \$18.00 - \$24.00) nor complicated. Yet, it is packed with features found on the best emulator programs... In fact, STalker is often referred to as the best terminal emulator available for the Atari computer!

WHY A DESK ACCESSORY?

STalker runs as a desk accessory (DA), so it's available almost anytime, even while running GEM programs. You might be doing some word processing and remember a file on a BBS that would help you with your work. Since STalker is a DA, all you need to do is invoke STalker, dial the BBS, and start downloading... no need to quit the word processing program, or reboot your computer! STalker even dials and downloads "in the background", so you can continue working on your WP program while

these functions are going on.

STANDARD FEATURES

STalker has all the features one expects from a terminal emulator. It can emulate VT-52, VT-100, or ANSI terminals. It supports ASCII, XMODEM, and YMODEM-Batch transfer protocols. It supports baud rates up to 38400, and it has a complete autodialer.

NOT-SO-STANDARD FEATURES

STalker uses a "Pop-up" menu to access commands. Just left-click the mouse anywhere on the screen, the menu pops up! Commands are then selected with the mouse. There are keyboard equivalents for almost every command, so it's possible to do all your telecommunicating and never have your fingers leave the keyboard.

The Autodialer lets you configure port and terminal options for each number that you call; very nice! There's an auto-log-on option that lets you set up log-on entries for each number... Just select a number to call and STalker does the rest. This dialer even works in the background, so you can select a number(s) to call, close the accessory, and continue working on your favorite GEM program. Once STalker has made a connection, it lets you know by playing a "song" over the ST's speaker. Now you re-open STalker, and you're already logged-on and ready to go!

STalker's transfer options are also done in the background. Once a transfer is initiated, close the window and continue on another program. STalker again lets you know when its done by playing a tune!

STalker also lets you configure 20 function keys (F1-F10, and Shift F1-Shift F10). This is great for auto-

mating BBS commands you use over and over. I use mine to simplify entering a post and for logging off, but there are many more uses.

One of my favorite features is the ability to select an area of text from the terminal screen, and save it to the GEM clipboard (or to disk). Then it can be pasted to STeno for editing, later.

WAIT! THERE'S MORE...

Speaking of STeno, along with STalker comes this great text editor! The best part is that STalker and STeno can talk to each other. You can cut and paste between them, transmit text from STeno to STalker, or capture text from STalker to STeno!

STeno is used along with STalker to produce the best "type-ahead" feature available, anywhere!

Both STalker and STeno can run as an accessory or a program, so if you're tight on RAM, run STalker as an accessory and STeno as a program (or you could run STalker as a program, but it's more useful as an accessory!).

Both STalker and STeno give you a choice of screen font sizes to view. You can use the usual 9 point font, or if you're going blind from staring at the monitor for hours on end (who, me?) you can choose 10 or 20 point fonts. Of course, if you prefer hurting your eyes, you can choose the tiny 8 point font <grin>.

START YOUR OWN BBS

STalker includes a "local" mode, for remote accessing your computer, or maybe running your own BBS (though it would be fairly bare-boned). I use this local mode quite often to allow my friend to "download" text and MIDI files from my computer for his use. This local mode includes a "chat" mode, so I can break in and exchange a few pleasantries before he "logs off".

COMING SOON...

Continued on next page

Title: Cartoon Capers
 Mfg: Mandarin Software (UK)
 Type: Cartoon/Martial Arts
 Price: Under \$30
 Rating: Great, especially for the price!

Every now and then, I'll walk into Micro Magic, and a "darkhorse" title from the shelf will catch my eye. Something that I've never heard of anywhere, but looks like it just may have possibilities. "Cartoon Capers" from Mandarin Software was one of the best of these that I've found. The screen shots on the box looked nice, and after all, it was only \$26, so I figured "what the hey." I bought it.

And for my dollar, it was probably one of the best game purchases I've ever made. The premise of the game is common enough. You control the martial-arts trained dog, Judo Jake. He must fight his lifelong enemy Karate Kat. And, as usual, the joystick controls your character's "moves." With a second joystick, a human may control Karate Kat.

Up to this point it sounds pretty typical. But the implementation of the age old concept makes all the difference. This game is *goo!* The back-

Game Review

Cartoon Capers

Thomas J. Girsch

grounds are beautifully painted cartoon style settings. And the animation of the characters is fantastic. And the sound is all digitized. Very nicely done.

But some of the play features that were added make the game even better. The "cartoon spirit" is kept alive by then one ton weights that periodically fall from the ceiling, or the springloaded fist that comes from the wall. Also, you can pick up bombs and pies and throw them at your adversary.

The most interesting thing about the game, however, is its origin. It was programmed by an *amateur* programmer, using STOS! The programmer entered the game into a contest, which he won. He's not an amateur anymore! Let me tell you, once you see this game, you'll probably want

to run out and buy yourself a copy of STOS. (*Note: STOS is a programming language specifically designed*

"This game is good!"

for writing games).

All in all, Cartoon Capers is one of the best games I've seen for the ST in a long time, and if you find it for under thirty dollars it is very strongly recommended. I will try to demo it at the next meeting.

Until next time...

STalker from previous page.

Strata Software is very near releasing STalker 3.0. The manual for version 3.0 was at the printer at the time of this writing, so I was unable to get a full list of new features, but it promises to be a MAJOR upgrade! Look for it's release by late September.

Rating:

Ease Of Use: * * * * *

Documentation: * * * *

Features: * * * * 1/2

Value: * * * * *

Overall: * * * * *

Donald A. Bahr

General Manager, Director of Purchasing

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Telecommunications

Online with Jonesy

[AKA The Curmudgeon's Corner]

Mark Jones



This month's outing is going to be rather a hodgepodge of STuff. There always seems to be a bunch of odds and ends that pile up that I keep forgetting about; for most of them, though, perhaps this column should be subtitled "The Curmudgeon's Corner."

Last issue I mentioned that file transfer protocols could be considered as a form of etiquette for the behavior of bytes. This leads to thought of what might exist in the way of etiquette for us humans involved in 'modeming.'

Many boards will state some guidelines or conditions for your participation, and generally they boil down to a few simple do's and don'ts. For the most part, they're commonsensical; some are more specific to the world of telecommunications in particular and computer users in general.

Among normal taboos are personal attacks, excessively vulgar language, and racist or sexist remarks. Ad hominem arguments tend to be frowned upon. Basically, the same things that are considered bad form in polite speech carry over into the nets.

Some things more specific to BBS's and computers that, although they happen all too frequently, and are generally roundly denounced, are "flame wars" - those seemingly interminable discussions whose central theme is invariably "my computer (or OS) is bigger, faster, better, than yours; your computer is junk, and since you don't use my computer, you're obviously stupid" kind of thing. The really sad thing, to me, is that almost any discussion in which folks are trying to convey factual information and make useful compari-

sons seems to attract at least a few dunderheads who seem to enjoy starting or participating in flame wars. 'Nuff said.

Given the vagaries of our human nature, quite a few boards will set aside specific, sometimes restricted-access, message areas just for the more obnoxious posts. Continued abuse of the above guidelines in the general areas will often result in one's access being yanked, after a warning or two.

On the lighter side, and something which many of us manage to do quite easily our first time or two out, is "shouting" - typing one's message in all capital letters. This often gets a chuckle or two along with the polite admonition to "please lower your voice" or sometimes just the hint, "I read your last message, and boy, do my ears hurt!"

One thing to try to keep in mind, especially on larger or commercial systems that have their message areas broken down by categories and topics, is to try to keep to the subject matter at hand. This is not always that easy, given the way that conversations can so readily go off on tangents. A few asides, BTW's, and personal anecdotes or messages are 'part of the game,' but if you're going to get into a heavy conversation on something unrelated to the topic header, it's a nice idea to suggest to the others "let's move this over to...." Besides, if you don't, the sysops will. <g> With rare exception, all this is done in a friendly and humorous fashion; you'll see more than a few references to "the topic cops."

It helps, too, to have a rough

idea of what area you're posting to; it's not uncommon for some lost soul to wander in with a post right out of left field. For example, the ST Aladdin RT on GENie has seen some beauts - there've been people starting topics on such things as "Where is the bisexuality conference?", "I'm interested in hiking the Adirondacks," and "When are the G.L.O.W. girls coming to Europe?" (The last one was so <ahem> culturally _interesting_ that it was 'held over' by popular acclaim for months.)

Occasionally I'm tempted to mention 'hot spots' - topics of interest, entertaining arguments, and neat new programs, but most of it is covered very well in other sources, such as ZNet, as well as the print magazines. There are a few things, though, that I'll mention in passing. The release of FSMGDOS is "imminent" according to Goldleaf Publishing and Atari online reps, and at the low suggested retail price of \$49.95. Some interesting and useful programs or demos appearing lately include Dataken (a binary-file editor), Suddenview (a superfast ASCII-file editor featuring "live editing"), Hyperlink (with capabilities I can't begin to describe), DVORK (a complete Dvorak-keyboard setup for the ST), and a whole slew of others I don't have the space to mention. See your PD librarian and check the ST library on our BBS in the coming weeks for these and others.

As for hot topics, there's been a discussion of various archivers going on for about a month now - with about as many opinions and gripes as there've been posters; the announcement and release of, and confusion about, the new eXtensible Control Panel and just what constitutes a proper CPX.

In another RT there've been thoughtful, sometimes rousing, occasionally heated discussions of such things as the Supreme Court, moon colonization, affirmative action, the death penalty, the woes of and possible solutions to our educational pro-

Continued on next page

Jonesy
from previous page.

blems, an amusing conversation on "chad" (the little bits of paper resulting from key-punching Hollerith cards), and a lot of talk of a disturbing bill now in senate committee in New Jersey that calls for the governmental examination and licensing of software engineers.

If you get the idea there's a great variety of things being discussed, you're right - and that's only a sampling from just three RT's on one of the major services.

Now for the Pet Peeves Department. I can understand and make allowance for problems, lapses, "undocumented features" (read: bugs), and incompatibilities in various software releases, due to continuing development, rush to market, incomplete beta testing, lack of a wide enough variety of hardware or software to test on or with, oversights, or just plain "I forgot" or "I didn't think of that," as well as first or early programming efforts. That's all part and parcel of the software world. I don't wish for my comments below to be considered in any way by anyone as any kind of slight against all the fine professional and amateur developers we have. Let's face it, we've the good fortune of having some of the best developers, bar none, offering LOTS of solid, useful software at often ridiculously low prices, especially compared to other platforms.

Computerfest
from page 5

Eurocard, Mastercard, Multicard and Visa.

To make your reservation call the Ramada O'Hare at 708-827-5131 or ask your user group officer for a hotel reservation post card..

Fees and admissions

Admission to the Chicago Computerfest by Atari will be \$6.00 per day at the door. A two-day ticket set will sell for \$10.00. The Learning Seminars will require advance registration and an additional fee; as soon

I hope all that's clear, because there are a few, some rather minor, things that really bug me. They are programs that: change one's selected color scheme and don't reset it upon exiting; don't allow installation on one's hard drive; can't be run from the desktop (that's right, any program that has to auto-boot, games especially, other than boot utilities and the like, of course); won't run from or with the standard alternate desktops and utilities; don't watch what path they start from or what path your data files are in but instead always dump you at drive A at every file access; don't return you to the environment from which you started them; lock up the system or require a re-boot when you exit (some hard drive utilities and such excepted, of course); install programs that don't; don't look for and adjust to different TOS versions; don't return memory when finished; don't allow a blinking cursor as an option rather than a given (yeah, I know, but some of us are affected); bomb out, or worse, lock up, at seemingly the slightest excuse, rather than trapping and recovering from simple errors, such as trying to access a non-existent file or divide by zero; in short, any program that isn't reasonably polite to the user. Looking at this strictly from the user's standpoint, we bought our computers to do, not to be done to.

Now there are programs that I use daily that do (or don't) one or

as our program is set, we will send all of the details.

MilAtari will be charging a nominal fee for open gaming and for entrance into the gaming contests. I feel that they are very affordable, and will be in keeping with the fees charged at GenCon.

If you have a question or suggestion, please don't hesitate to contact us in writing, via my GEmail address (M.BROWN56) or via the show hotline number. We are eager to help and serve you- tell us what you need!

more of these things and mostly I can pass it off to "that's life" idiosyncrasy. As I hope was said clearly enough in the paragraph before-last, a lot of these "features" are understandable to some degree, and easily forgivable, given the slightness of some of the offenses. It should be noted, also, that some highly specialized programs will require special environments.

However, there are a few programs in which, to this inexpert eye, the programmer purposefully broke rules and didn't make the necessary allowances, carelessly overlooked or disregarded some basics, or, in a few of the worst cases, shows what amounts to contempt for the customer.

OK; as they say online, <soapbox OFF>. Any additions to or corrections of the above will be gratefully accepted; at the same time I'd also appreciate no flames because none were intended, (unless the shoe fits, so to speak).

With the understanding that any errors are mine alone, I'd like to thank Bill Janutka for help with the gripe list and David Mumper for an entertaining, instructive, and often over-my-head walk through some interesting areas of the CPU and operating system.

How to reach us

Chicago Computerfest by Atari
C/O LCACE
PO Box 8788 Waukegan, IL
60079-8788
24hr Hotline- 708-566-0682

[MilAtari Members: show updates will be discussed at our membership meetings]

Atari News & Info

New Mags Announced

STReport No.7.34

August 23, 1991

ST CONNECTION MAGAZINE CLOSE TO LAUNCH

According to Computer Publications, its ST Connection magazine is now close to launch. The magazine is free with 16 pages of editorial, and is distributed via Atari dealers throughout the US and Canada.

According to Computer Publications, however, the magazine is financed by advertisers. Computer Publications has some ambitious plans for the monthly magazine. By the end of the year, editorial should have been boosted to 24 pages, with distribution being complete to virtually all Atari

ST dealers in the U.S.

While the magazine is free of charge at dealers, Computer Publications is also offering it by mail order. Precise costs have yet to be decided, but will, say the publishers, be offered on an "at cost" basis.

BI-MONTHLY ATARI LYNX NEWSLETTER TO DEBUT

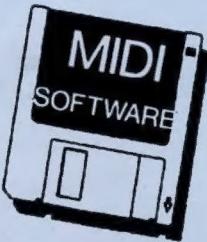
"On Target", a new magazine that's aimed exclusively at Atari Lynx games console owners has been announced. According to the publishers, E&M Publishing, the new bi-monthly magazine will cover the world of the Lynx from software, to accessories, right down to secret playing hints.

E&M says it is pitching the publication at the international marketplace. As part of this idea, readers are encouraged to advertise for other Lynx users around the world, so that they can "Lynx up" for games playing.

In the U.K., sales of the Lynx continue to power ahead. Initial shipments of the Lynx Mk II are now reaching the stores. The Lynx Mk II has a slightly smaller case and screen, and retails for around UKP 129.

The first issue is available by mail order now at a special offer price of \$1. Subscriptions to On Target cost \$4 in the U.S., which gets you six issues of the magazine.

Continued on next page



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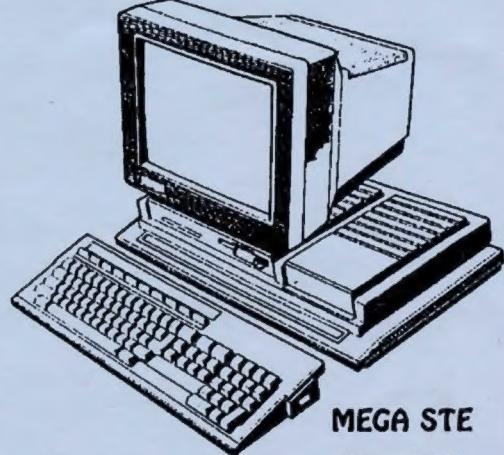
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GREMLIN GRAPHICS SOFTWARE of Sheffield, England has released **SUPERCARS II**. It is a successor to two other overhead racing games by the same authors, "Lotus Esprit" and "Turbo Challenge," but in this case your vehicle is heavily armed as well as everyone else's. You must reinvest your winnings to replenish your car's weapons and armor.

I picked up a demo of it a month or two ago from one of the club's public domain disks. My kids enjoyed it so much that we made a journey (I live in Franklin) to Micro-Magic. It cost \$43 plus change.

I am terribly disappointed. Loading is a joke. When it starts to load you can hear your drive being disemboweled. If you're willing to tolerate that abuse, which will be over in about a minute, the fun starts. When your drive light goes out, you press your joystick fire button to begin the next phase.

Not only is there a bizarre disk format, but there is also "book" copy protection. You are presented with a racing track shape that you have to

Game Review

SUPERCARS II

Bill Wesolowski

match to one found in the manual and then, toggling the joystick, you have to enter the page number you found it on. The instruction manual is less than 3.5" x 5" and has 36 pages. In the upper right hand corner of 32 of those pages are, literally, 1/4 inch tall racing tracks that you are suppose to match to the one on the screen. You get one chance. If you screw up, you have to do a complete reboot.

Once you have entered the correct page number, the drive churns for another 15 seconds. You are then presented with the screen that lets you enter whether you want a hard or easy game, whether there is one player or two, etc..

After you've done this, and there's been another full minute of disk access, (There are 106! files on

the disk), the game finally starts.

SUPERCARS II boasts 20 basic levels, to which you can add snow, grass, rocks, or heather? and differing degrees of hostility. You must complete a race in the top five to continue to the next level. There is no ability to save a game or enter a code to continue from a previous one.

Each race only lasts five laps, that means it's over with in less than two minutes. If you don't finish in the top five, it takes another minute and a half for the program to reload to a point of starting another game.

I wish I could describe or rate it for playability, but it spends more of its time loading than I do running it. Anything that wastes my time as much as this product does, is also a waste of money. Stick with the demo.

Atari News from previous page

WAACE, Inc. AtariFest '91

The Fest is scheduled for 12 and 13 October '91. The show hours are from 10AM to 5PM both days. We also expect to sponsor some special events on Friday evening.

The show will feature a full round of seminars and demonstrations. There will also be a swap meet. There will be a cocktail party and a ban-quet on Saturday evening.

We have cash in hand (or promises of same) from:

Accusoft * D. A. Brumleve
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Software * Current Notes Magazine
Debonair Software * eSTeem Inc
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Electronics * Michtron * Micro Creations * Musicode Software * Rio Computers * SLICCWARE * Step Ahead Software * ST Informer/A & D Software * Toad Services
Unicorn Publications/Atari Interface Magazine * Wizworks

Our ads in AIM, AtariUser, Current Notes, and ST Informer are starting to show results. According to the hotel we are 40 percent of the way toward our room guarantee. There are still plenty of room available, but now is the time to make your plane reservations and line up your hotel rooms. Call the Reston Inn: 703-620-9000 and mention the WAACE AtariFest.

Hotel Rates:

Hotel rates are \$59 per night for single or double occupancy, \$66 for triple and quad. These rates are valid

from October 10th through the 13th. Virginia hotel tax (4.5%) must be added to the above prices. In order to obtain these rates you must mention WAACE AtariFest '91 when making your reservations.

For additional Information please contact either of the following:

Charles Smeton
301-465-8628
GENie: C.S. Smeton

- or -

John Barnes
301-652-0667
GENie: J.D. Barnes

ST Public Domain

A Little Something For Everyone

Dennis Wilson

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 331 - UTILITY

35UNCLE: Uncle Carl's Famous Disk Librarian V3.5 - A disk cataloging utility which will read all directories from either your Floppy OR HARD DRIVE, and allow you to save this information to disk in ASCII format. It will also allow you to view this information before deciding to save it. A Print option is available, allowing you to have a printed copy of your directory, and a Disk Formatting option allows you to format a Floppy disk directly from the program.

ADDRESS: Address and Phone Book V.4 - An address book which will print mailing labels for you. This program features auto sort by last name. The number of records/file depends on the amount of RAM memory, and the number of files is unlimited. All mailing labels feature auto vertical centering, independent of horizontal centering. A "printer darker" option works with Epson-compatible printers. Printing lines 4 &

5 is supported as an option. A speeding program accompanies the address program. With it, you can have the computer dial your number for you. This can be done through the modem, or even without one by holding the phone handset up to the monitor speaker. The address program runs in all resolutions, and the speedialing program runs in medium or high resolution. Both utilities can be run as an accessory or a program by renaming the file extension.

NEOCHROM: Neochrome Master - The original Neochrome paint program has been brought right up to date. Neochrome Master now boasts many of the features which previously were found only on commercial paint packages. These include 1) Color palettes may be changed on every scan line (that's 3200 colours on one screen!), 2) Keyboard shortcuts are available for all commands, 3) Blocks can be rotated through any angle, 4) Up to 10 different pictures can be in memory at once, 5) STe compatible, and 6) It allows loading and saving of NEOchrome, Degas, Degas Packed, Doodle and IFF pictures files.

SLNGSHOT: Slingshot V1.10 by Artisan Software - A versatile program launcher. Users will find the program easy, fast, practical and efficient. With a single keystroke, you can run programs off a floppy disk or any hard drive partition. Very easily configurable. The data file on this disk used by the program has been configured to run the other utilities on the disk.

TELEBA16: TELEBASE V1.6 - A fully GEM-based phone/fax number manager for ST, STe, and TT computers. It aids users in storing and retrieving phone/fax numbers, dialing out numbers (for users who own a phone modem), and keeping important notes with such.

THE_VCR: VCR Organizer V2.20 - For people with a large collection of video tapes, finding a specific movie or TV show can be difficult. That's where this program comes in. It allows you to catalog and print a listing of your collection, a useful feature which lets you quickly find the three most empty tapes. The program also prints labels.

DISK 332 - DEMO DISK

IMG_CAT: Image Cat V1.01 - An .IMG cataloging program. Monochrome only.

PVKILL: The Professional Virus Killer Demo - The

ST PD Update
from previous page.

demo is exactly the same as the full commercial program, except that the demo does not allow you to kill viruses! The purpose of the demo is to allow you to explore the many and varied functions of the commercial release so that you know what you are getting for your money. In addition to the main program, the commercial release includes a disk formatter (which will write any one of four virus immunisations to your disk), a bootblock conversion program, a set preferences program and a full manual on disk which can be viewed on screen or printed out.

DISK 333 - EDUCATIONAL DISK

BODYSHOP: BODY SHOP - A program designed to help students learn Human Anatomy as required in most Elementary or Junior High School science courses. The names and locations of all the major bones and organs of the body are taught using both common everyday terms and the more technical medical terms.

CIRCUS: ST Math Circus - Help the circus clown climb the tent pole by correctly answering math problems. Answer incorrectly and he slides back down the pole. For one or two players, with five levels of difficulty.

COLLECT: Fun School 3 Demo - This demo is just one of the educational games which form part of the Fun School 3 software. The game is designed to help give children an understanding of the principles of simple addition and subtraction, without seeming like a school exercise. The demo consists of answering math problems by having a frog jump onto the correct stumps in the pond containing the various parts of a math equation.

COLORQLT: Grandma's Color Quilt - Something for the little ones to do on the ST. Click on the boxes that match the color name at the bottom of the screen.

KIDMIXUP: Kidmixup Plus, a "KIDPRG" by D. A. Brumleve - This "Plus" version of this program is based upon a simpler version released in 1987. The "plus" is that you can now add your own sequence files created with any DEGAS-compatible paint program. Three picture files by the authors (a total of 27 sequence themes) are included with this program.

DISK 334 - GAME DISK

DMLTNMAN: Demolition Man - When the game is loaded, you'll see a 10x10 grid. Fifteen bombs are hidden somewhere in the grid. It's your task to locate them all without blasting yourself into gooey gobs.

FNTGSAIL: Fighting Sail - A game which faithfully recreates classic ship-to-ship battles from the golden age of sail. You may select from: 1) Campaign Game - This will allow you to command the USS Constitution during the War of 1812. To complete it will take about 45 minutes. 2) One Battle - This will allow you to command different sized ships in a single historical engagement. The ships are controlled via input from the numeric keypad.

HERODEMO: Hero's Quest - A demo of a role playing game. The commercial release has 12 quests. The demo contains the first and easiest of the quests.

PREHIST3: A demo of a side-view, scrolling arcade game concerning a caveman. Very colorful with nice sound.

DISK 335 - GAME DISK

BEYOND: A Tetris-type game. Parts containing up to 3 of 6 random patterns fall from the top of the screen. They can be erased from the screen by matching 3 "like" patterns, either horizontally, vertically, or diagonally. If the parts don't line up, you can rotate them until they do. Once the parts are erased, the parts above the erased ones will fall to fill in the empty spaces. As the level increases, so does the speed that the parts fall and at level 5, the saying "dropping like flies" comes to mind.

DROMEPRE: Dromedary - This is a preview for a game under development which is very similar to M.U.L.E., a colonization/trading game that was never rewritten for the ST. This demo is just a small part of the game which is currently being written. In it, you must hunt skivits, tiny creatures who live in mountains on a barren planet. For color monitors only. The program does not work correctly on TOS 1.4.

HACKER2: Help out your government by breaking into a top secret mainframe computer.

SOCCKER: Soccer - A demo of a side-view/overhead-view sport game. For two players. It requires joysticks to be placed in both ports.

WARZONE: Warzone - A demo of an overhead-view, upward-scrolling arcade game reminiscent of the game "Leathernecks".

ST PD Supplemental

September STuff

Bill Janutka

UPGRADED DISKS. Those that have purchased these disks previously can bring them to the meeting for upgrading for the price of one dollar each.

DISK 046**SCIENTIFIC,EDUCATIONAL (DS)**

NORAD: These files have again been upgraded with the latest data on satellite locations. For those of you that have access to the MilAtari BBS, this new data can be found in file NORAD791.ARC in the ST Forum section.

DISKS 050 & 051**GAME (DS) 1MEG REQ'D****NETHACK**

3.0: The files for this game are extremely long and would normally require the space of more than one disk. By compacting some of the game's supplementary files into a self-extracting file, all of the game files can be contained on one disk (DISK 050). A second blank formatted disk will still be needed onto which the self-extracting file will be moved for decompaction.

NEW DISK**DISK 051****DEMO, BBS EXPRESS (DS)**

BBS Express!: This is a demonstration of the newest entry into the ST BBS arena. This demo version

8-Bit PD Update

On the Roll Again!

Michael Koepp**Disk #264**

Stereo 3D images. Four pictures in 3D style. Must have red/blue glasses for viewing.

Disk #265

New games from Keysoft. 5 new games for 1991. This is a pd version of the games and info on purchasing given on disk.

Disk #266

Cad Cam for the Atari. Examples are given and full menu/help files accessed from the program.

Disk #267

Awesome Demo #20. Real sharp and a must for all you demo nuts out there like myself.

Disk #267

Boink+. You remember the old bouncing ball called Boink? Well here is a new version. New stuff includes scrolling menu, moving screen, changing logos and much more. If you liked the first one then this is a must. I could not believe my Atari was doing all this at one time.

ST Supplemental
from previous column

is an exact replica of the retail BBS, with the few minor exceptions of not being able to access the modem and not having a couple of the supplementary programs that would normally be included.

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Announcing Cascio's Super Supra Sale!

For a limited time, members of MilAtari will be offered the following prices on Supra modems. These super low prices are contingent on a minimum of 18 orders, so now's the time to upgrade your 1200 baud, or plunge into the world of modeming!

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To order your Supra Modem, contact Bob Viviano at Cascio Music
786-6249.

*30% downpayment will be needed to hold order - Ask about our new Cascio Credit Card for qualified customers.

Please note change in time of Executive Board Meetings!

Watch for an announcement concerning a change in schedule for our November meeting due to our involvement with the Chicago Computerfest by Atari.

The deadline for the December issue of the MilAtari Limited Edition will be November 20th.

October has been designated as the official 10th Anniversary Party for MilAtari Ltd. Bring in your old Atari "antiques" and expect an old fashioned celebration for our favorite user group.

Do a Demo - Get a FREE PD Disk!

Schedule your demo with your VP in advance of the general meeting.

For more information, contact Bruce or Joe.

ATARI EXPLORER DISCOUNT OFFER!

From now until December 31, 1991, Atari Explorer, the Official Atari Journal, wants to say "thank you" to Atari User Groups and CompuServe users all across the U.S., by offering a 33% discount on Atari Explorer subscriptions! That's right -- for just \$9.95, you can get six big issues (one year, regular price \$14.95) of Atari Explorer (\$24.95 for 18 issues, three years, regular price \$39.95). Or, if you already subscribe, we'll extend your subscription at the same low rates!

Atari Explorer is currently the largest-circulation magazine serving the U.S. Atari market. And, as the Official Atari Journal, it's the magazine of record. We cover the whole range of Atari products in depth and in detail, from the 2600 and 7800 game systems, to Lynx, to the 8-bit line, to Portfolio, and on to the ST and TT. So you're always sure to find something new, relevant, and exciting in our pages!

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